

T O M C R U I S E

TOP GUN



Top Gun

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Code-named Maverick, Pete Mitchell, an impetuous, daredevil Navy-pilot ace, is accepted into Top Gun, Miramar's elite Fighter School. But there, the impulsive young pilot will have to compete with the best of the best, including Iceman, a brilliant and highly competitive fellow student. Now, Mitchell must give his all; however, his father's mysterious and untimely demise still haunts him. Can Maverick prove his worth to Charlie, the flying school's no-nonsense astrophysics instructor? Will he be able to suppress his wild nature to win the prestigious Top Gun Trophy? Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world.



Location

You can either choose one of the locations below or roll d5 and receive +100 CP being assigned to a location at random.

1. **The Carrier** - A variety of missions take place far away from the American homeland and its bases. To perform these missions planes must be loaded onto a carrier and then transported wherever they are needed. This option will allow you to appear on one of the US navy's carriers. By default this will be either the USS Ranger from the original Top Gun or the USS Theodore Roosevelt from Top Gun: Maverick.
2. **Marine Corps Air Station Miramar** - Miramar is a relatively well known military base because it houses the Top Gun Academy. Top Gun is the most prestigious flight academy in America where the best of the best gather. This is the birthplace of legends and aces.
3. **The Mojave, California** - This is the testing grounds for the Dark Star fighter program. Eventually Maverick will end up here and act as the test pilot for the plane. This is a few years out however if you are starting in the beginning. If so then this is currently just one of the many bases used by the US military.
4. **Russia** - Wait a minute, why the hell are you here? You appear to be somewhere in Russia. The exact location is up to you. Most likely you are here performing some sort of mission or you're here as a tourist. You may want to be careful however as tensions are running high right now between the US and Russia.
5. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You will start out on the same day that the Top Gun movie begins before Maverick and Goose are sent to Top Gun. Alternatively you may choose to start out on the same day that the plot of Top Gun: Maverick begins when Maverick is testing out the Dark Star plane.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. The origins you choose will also decide your race. These origins will affect your in-jump history and some basic skills you start out with.

Pilot - Free

You are one of the pilots responsible for flying. Your job is to pilot the fighter jets and if necessary to engage the enemy. You will be starting out as a fairly experienced pilot if you choose this origin. You will be chosen for the Top Gun program and be sent there shortly alongside Maverick, Goose, Iceman, and the other pilots. So do you intend to challenge them for the trophy or will you simply watch their competition unfold.

The Instructor - Free

You are an instructor of Top Gun academy. This means that you are an alumni of the academy and have the skills to match. You may be a bit rusty given your age, but you are still more than capable of keeping up with the younger pilots. Granted, your job now is to teach the incoming students rather than proving yourself against them. Let's see what you can teach these kids.

Command Staff - Free

You are a part of the command staff in charge of managing everything. Rather than being the boots on the ground or in this case the pilot in the seat you are the one who coordinates everything. You may be an officer in charge of observing Top Gun or you could be one of the many officers in charge of the ships in the Navy. Who knows, maybe you are even the captain of your own ship.

The Liaison - Free

Interesting it seems that you aren't even part of the military. You are a civilian liaison that coordinates with the military. You advise the military and their pilots on various matters. For example you may be an expert on the various types of planes allowing you to keep the pilots up to date on the various opponents that they face.

Skills and Perks

All jumpers will be given a set of floating discounts to be used as they wish. You will receive two discounts per perk tier. 100 CP perks will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower perks, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP perk free.

General Perks

Danger Zone - Free

Top Gun features a variety of incredible music including Danger Zone, Great Balls of Fire, Take My Breath Away, and many other themes. This perk will grant you the complete soundtrack of Top Gun and Top Gun: Maverick.

Skilled Pilot - Free

If you are going to spend your time around Top Gun then you better know how to fly. Luckily we've got this perk for you. This perk raises your skill level to that of an average Top Gun pilot. This would make you stand out amongst ordinary pilots, but you are going to need a lot more if you want to stand out amongst the real experts here.

Target Locked - 100 CP

As technology has evolved it has become more important to maintain the technological edge. Whether its planes, missiles, or the systems in charge of managing them. This perk however is only able to help with the last one. All of your systems such as target lock on speed, radio connections, and any similar system function beyond their normal abilities. The simplest example of this would be missile lock on speed. Even in harsh conditions you are able to lock on faster than others and in conditions that would interfere with the lock on such as flying near the ground in a mountain range.

Weapon Systems Officer - 100 CP

The Weapons Systems Officer is the second person who sits in the rear seat of the fighter. They perform a number of duties such as operating the laser targeting systems, operating various aspects of the plane, and when in combat they are responsible for assisting the main pilot. This perk grants you all of the skills expected of an individual like this. You will be on par with individuals such as Goose and Bob.

100 CP

Buzz the Tower - 100 CP

You have a habit of getting away with things that you shouldn't like buzzing the tower on your airfield. Another example would be if you took your date on a joyride using a military fighter. This won't protect you from major issues, but small transgressions will be forgiven and face a much more lenient judgment than they usually would.

I Promised Your Mother I'd Take Care of You - 100 CP

Sometimes dealing with kids seems even harder than dealing with combat. Despite that you seem to handle the issues rather well. Even if you don't have kids you seem to do remarkably well as a parent. This skill set extends to any issues that involve dealing with kids. This also includes some minor experience in grief counseling and psychology. You may not be rated to handle psychos, but you could help a child who lost a parent calm down.

Who's the Better Pilot - 100 CP

It's easy for things to get heated, but when it comes down to it the people around you are the only ones you can trust. You seem to go with the flow and resolve tension within your group fairly easily. This covers all methods of dealing with arguments. After all, sometimes smacking someone is sometimes just as effective as peacefully talking them down. You might not be able to solve life and death feuds, but dealing with some pissed off classmates is more than within your capabilities.

Great Balls of Fire - 100 CP

You know you've got a pretty good singing voice. If you didn't already know you have the voice of a professional singer like Kenny Loggins. Whether it's partying with your friends or wooing a lady your voice is perfect for the jump. The best part is that you are capable of influencing others based on what you are singing. For example a love song could entrance your paramour while a rock theme could inspire your allies in battle.

200 CP

Over G - 200 CP

G force is a measurement of force per unit mass that causes a perception of weight. This is important for pilots because whenever they pull off complex maneuvers they are subject to high G forces. A normal individual will pass out after feeling about five G's. Many maneuvers can subject pilots to G forces between 7 and 10 G's. This perk raises your body's resistance to G force and similar issues. You will be capable of withstand high G forces far beyond what normal humans can take. You would be capable of withstanding Gs in the upper thirty range. For reference the strongest G force that a human has survived is a G force of 214.

Just Relax and Act Natural - 200 CP

While you won't end up in this situation too often, sometimes you have to deceive your opponents. You are incredibly skilled at bluffing and can easily trick your foes into believing you're on their side. Granted this won't cover any obvious giveaways, but if there is some doubt you can probably trick them. For example if you were in a stolen jet you could trick your enemies into escorting you out of the area. As a bonus this also grants you an encyclopedic knowledge of all fighter signals such as hand gestures and hidden signals.

Hollywood Bod - 200 CP

You've got the body of a Hollywood star like all of the actors and actresses in the Top Gun movies. Your appearance is raised so that you are a solid ten out of ten. This also grants two other effects. First perhaps due to your fantastic appearance it appears that your charisma has received a significant boost. This is useful both in wooing a romantic partner and enhancing your overall likeability. Second, Your body seems to be naturally adapted to building muscle. This effect makes any fitness activities more effective. You could go from an average person to Mr Olympia in a few months.

You Said to Make a Team - 200 CP

Coordination and trust are extremely important when you are trying to build a proper squadron. Sometimes however the method to build this is a lot easier than you think. You seem to be very skilled at building up bonds between yourself and others. Simply by going to the beach a few times with your classmates could end up with all of you becoming lifelong friends. Should you truly go out of your way to befriend someone then there would be no doubt that they would become someone that you could trust with your life.

400 CP

We Flew Inverted - 400 CP

You are a master of insane maneuvers that would be considered suicide by any reasonable pilot. This could be navigating through difficult terrain such as flying incredibly low at high speeds in a mountain pass or it could be intense maneuvers during a dog fight. You could fly your plane through a dozen anti air turrets without getting hit once based on your agility. Given time you could develop a reputation for this alone.

Pull the Ejector - 400 CP

As technology advances the complexity increases the likelihood of equipment failure let alone when you put the plane in conditions that increase the chances. This perk ensures that your equipment will never malfunction no matter how badly it is damaged or what is occurring around you. For example even if your fighter was torn in half you would still be able to use the ejector seat and escape safely. This also protects against deliberate efforts such as sabotage.

The Frame Can Take It - 400 CP

In the hands of a good pilot a vehicle is capable of performing far beyond its so-called limits. You are a prime example of this. Under your care any equipment or vehicle is capable of being pushed far beyond what it should be capable of. For example you could use a third generation fighter and fight on par with a fifth generation fighter. This effect extends to any equipment you are using or any vehicle that you are in control of. This includes larger vessels. Meaning if you were the captain of a battleship you could use this perk.

Who Said We Only Had One - 400 CP

One of the main things that games and movies get wrong is the capacity of a vehicle. For example a normal jet is generally capable of holding between four and eight missiles. What if this was true though? With this perk it can be. You can carry a virtually unlimited amount of equipment and ammo. Using the example above if you were in a jet you could hold a few dozen missiles rather than just four. Feel free to act like a video game protagonist spamming missiles, flares, and your main gun while your enemies struggle to conserve theirs.

600 CP

Maverick - 600 CP

When the pilots arrive at Top Gun most of them are aiming for the top, but only a few of them will truly believe in themselves. You can be counted amongst these individuals. Compared to the so-called top pilots you are a real prodigy. Your overall skill and capabilities are equal to Maverick in skill at his best. With this you stand a real chance of being the top pilot in Top Gun and possibly even worthy of being one of the best pilots that it's ever produced. In future jumps this will expand to add whoever the best pilot of the setting is. For example if you went to Mass Effect you would probably be on par with Joker or Anakin in Star Wars.

Technological Genius - 600 CP

While it isn't the main focus there are a number of advanced technologies put on display. The prime examples of this are the Dark Star reconnaissance plane and the proposed drone system. You however are a smart enough individual to actually create and improve technology such as this. In addition you seem to have the showmanship needed to acquire backers and funding. Should you announce a new project you practically have buyers lining up to support your projects.

I Can Tell You Anything - 600 CP

Given the focus of the setting obviously you need to know a lot about planes. You however seem to have taken this requirement to the next level. You have an unrivaled knowledge of planes. Seriously, the engineers who built the planes and the computers who store this information probably know less than you. You have complete knowledge of every plane and ship used within the setting. This includes blueprints, specifications, armaments, and any other miscellaneous facts you may wish to know. Post jump this knowledge will be updated. In a futuristic jump you may gain knowledge of space ships while in a fantasy setting you may gain knowledge of boats/magical constructs.

All Fighters on Me - 600 CP

While the aces do tend to shine brightly, wars are won by armies. This is where the need for talented groups and squads arises. You seem to have this covered however, you have great leadership skills and an incredibly skilled commander. Under your leadership a group would be capable of displaying extreme combat effectiveness. If they were following your lead a squad of five fighters could take out twenty enemies without any casualties. This effect extends to any force you are in charge of. Your enemies will learn to fear you.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All jumpers will be given a set of floating discounts similar to the perks. You will receive three discounts per item tier. 100 CP items will become free and subsequent purchases will be 50% off. You may also use higher tier discounts on lower items, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP item free.

100 CP

Top Gun Collection - 100 CP

This is a copy of both Top Gun and Top Gun: Maverick for you to enjoy. It will come with a photo containing the signatures of every actor in the movie and a model of every plane that was used in the movie. Maybe you could reenact your favorite scene with these. Lastly, the final part that makes this valuable is that in addition to everything listed above you will receive a movie done in Top Gun fashion detailing all of your adventures throughout your jump. You receive a movie for each jump that you have been to and a new movie upon the completion of any new jump.

So This is Your Place - 100 CP

Sometimes the most valuable thing you could ask for is just a bit of peace and quiet. Which is where this item comes in handy. This is a comfy little house in a location of your choice. It isn't anything special, but it would be the perfect little home for you to settle down in and to raise a family. The house is also capable of relaxing you while you are inside it allowing you to properly destress after a long day.

A Pilot's Salary - 100 CP

This is a stable supply of income that you receive each year. The amount is equivalent to about \$60,000 in US currency. This will not be affected by any other income or work you do. You literally could just sit at home doing nothing and enjoy your stay with this. You may purchase this multiple times if you wish to increase the amount of money that you receive. Each purchase will add an additional \$60,000 dollars to the amount received annually.

Good Leather - 100 CP

This is a lovely leather jacket perfect for motorcycle rides or simply when you're trying to look cool. If you are a Pilot or a Command Staff you may have any patches you earn

stitched on. This jacket is capable of blocking the wind no matter how fast it is and keeps you nice and cozy.

200 CP

The Gym - 200 CP

The better the shape you're in the worse the conditions you can handle while flying. This means that it's best to constantly push yourself. After all, you never know what difference that slight edge might make. This is a gym filled with practically any type of equipment that you could want. This also includes unusual or specific equipment such as devices used to train your resistance to G force. Lastly there are no limits on this equipment. As long as you keep improving the quality of this equipment will do so as well.

Flight Suit - 200 CP

A flight suit is an article of clothing specially designed to withstand the rigors and demands of flight. These garments are used by military and civilian aviators. These suits are primarily made to regulate the temperature of the wearer and to protect them from the G force inside the plane. This is a flight suit that grants the user the effects of the Over G perk. The main difference is that you may give this suit to others so that they can use its protection. You will receive a new suit once every six months.

Kawasaki Motorcycle - 200 CP

This is the same type of bike that Maverick uses whenever he needs to travel outside of the planes. It is a beautiful vehicle and is capable of going over 200 miles per hour. In addition this vehicle serves as a lovely way to travel around with your lover. Lastly a final bonus it will come with a pair of shades for whenever you're going on a ride. If you somehow wreck the bike it will return to you good as new a few days later.

The Beach - 200 CP

Sometimes you need to relax and this is the place to go. This is a large private beach that always stays pristine. The only people who will be able to come here are those that have your permission. It also contains a variety of equipment such as surfboards, a volleyball net, and anything else you could ask for on a beach. Lastly, any bonding activities seem to be extremely effective while you and your friends are here. You could bring a group of disgruntled soldiers here and they would leave smiling.

400 CP

The Hard Deck - 400 CP

The Hard Deck is a bar frequented by the pilots of Top Gun academy and a favorite of the locals. You receive your own version of the Hard Deck or you may instead take the canon bar becoming its owner. This business comes with an unlimited supply of drinks, a number of games such as pool, and a variety of instruments like the piano. The final feature is that people who are important to the setting seem to end up here. For example if you went to Mass Effect you would probably find Shepard's crew here every now and then.

Hangar - 400 CP

If you're going to get a plane then you're going to need a location to store it. This is a fully functioning hangar large enough to store any aircraft you acquire. It comes with all of the parts and tools you would need to conduct repairs or maintenance. You will be able to freely swap and summon any plane that you own within this hangar. Lastly you may add any new aircraft you acquire or bring vehicles from the jump here to add them to your register.

Defensive Valley - 400 CP

Who doesn't love a good fortress? If you don't then leave, but if you do then this is the option for you. This is a facility similar to the one attacked in Top Gun: Maverick. This facility is in the middle of a large mountain range surrounded by defenses including SAM turrets, an air base, and since you are paying CP an additional naval base. The turrets contain an unlimited supply of missiles with a short reload period. The air base contains a large number of fighters that can be launched within two minutes after being alerted. Lastly the naval base houses a small fleet including a single battleship, three cruisers, and a dozen destroyers. These ships are mainly to protect from naval invasions and to alert the air base of any incoming foes. Should any of these defenses be destroyed they will be repaired the next day.

Reinforcements Inbound - 400 CP

Sometimes you need help and you need it quickly. This item is a squadron of support fighters that you can call one per month. This team will quickly arrive once you call them and will assist you in dealing with any enemies or your mission if you are in the middle of one. They will stay until they are no longer needed and then depart. This team is made up of ten elites on par with the best pilots in the setting. Additionally post jump this item will expand to include another team fitting these qualifications from the setting. Their equipment and tactics will be updated to deal with whatever they encounter.

600 CP

Top Gun Academy - 600 CP

This is the infamous Top Gun academy home to the best pilots of the US military. By purchasing this item you become the official owner of Top Gun and gain full authority over everything that occurs here. This facility will be fully staffed by instructors on par with the number one graduate of a Top Gun class. It will receive a steady supply of high level students worthy of the academy and all of the equipment needed to teach them such as the planes. You may Import this academy into future jumps allowing it to perform the same function it does here.

Admiral - 600 CP

It seems that you are an experienced member of the service. You have earned the rank of admiral. Specifically you are a four star admiral similar to Iceman in the sequel. You wield the appropriate authority and respect the position deserves. You will be placed in charge of one of the main fleets such as the Pacific or the Atlantic fleet. In addition whenever you arrive in a new jump you may be imported into a similar rank. This will typically be the leader of a military organization or defense force.

Aircraft Carrier - 600 CP

The aircraft carrier is one of the most important ships in the navy. It allows for the transport of their planes and enables operations that would be impossible otherwise. This item grants you a fully functioning aircraft carrier such as the USS Theodore Roosevelt. This ship will come fully staffed by approximately 10,000 people and hold a total of ninety aircraft. Should you already possess any aircraft or purchase them later in the doc you may change the planes you have to match them. So you could have ninety F-35s if you bought them for example. Lastly in addition to the crew the ship has a number of defenses such as AA guns, turrets, and torpedoes. The most impressive defense and offensive method is the Tomahawk barrage. The ship is capable of launching a barrage of a hundred tomahawk missiles with a reload time of five minutes.

Drone Program - 600 CP

Early on in Top Gun Maverick we meet a Rear Admiral who is interested in creating a drone program to replace the human pilots. Obviously since we like the pilots this is bad, but honestly the idea is pretty good which is why this option is here. You are now the proud owner of a drone program. This program is working to develop and create high level drones. Currently it is only capable of producing drones such as the standard predator drones, but given time it will be capable of developing drones similar to the ones used in Ace Combat and later on in some other futuristic settings. These drones will be improved as time goes by and you discover new technology

Planes

There are a number of planes in the Top Gun movies. This section allows you to purchase all of the planes. In addition if you purchased the Aircraft Carrier, Top Gun Academy, or the Hangar you may freely access and use copies of the planes from those locations.

P-51 Mustang - Free

The North American Aviation P-51 Mustang is an American long-range, single-seat fighter and fighter-bomber used during World War II. The aircraft has a maximum speed of approximately 440 miles per hour. This is one of the most iconic planes in the world. It may be quite a bit older than the others having been left behind as technology had advanced, but that doesn't decrease its significance.

A-4 Skyhawk - 100 CP

The Douglas A-4 Skyhawk is a single-seat subsonic carrier-capable light attack aircraft developed for the United States Navy. The Skyhawk is a relatively light aircraft, with a maximum takeoff weight of 24,500 pounds (11,100 kg), and has a top speed of 670 miles per hour. It is capable of carrying a bomb load equivalent to that of a World War II-era Boeing B-17 bomber, and can deliver nuclear weapons using a low-altitude bombing system and a "loft" delivery technique. The Douglas A-4 Skyhawk is the aircraft used by TOP GUN instructors Jester and Viper who both simulate as MiG's/enemy aircraft.

MiG-28 - 100 CP

The MiG-28 is a twin-engine, single or two-seat fighter jet operated by Soviet bloc air forces. As seen in Top Gun, it uses wingtip-mounted Vympel K-13 missiles as its primary air to air weapon. The MiG-28 is highly maneuverable, but somewhat slower than the F-14 Tomcat. This plane is a Russian fighter that can fly at mach 2 and also has exceptionally high altitude abilities. The MiG-28 can be used for air defense, ground attack, reconnaissance missions and even aerial combat. Mig-28's abilities to withstand high altitudes make it ideal for surveillance missions.

F-14 Tomcat - 200 CP

The 2 seater Grumman F-14 Tomcat was the US Navy's air superiority fighter, tactical reconnaissance platform and its fleet defense interceptor. The F-14 replaced the McDonnell Douglas F-4 Phantom II in 1974 and was replaced in 2006 by the Boeing F/A-18E/F Super Hornet. This is an older model, but it has been proven to hold its own against more advanced planes in the hands of a good enough pilot.

Boeing F/A-18E/F Super Hornet - 300 CP

The Boeing F/A-18E and F/A-18F Super Hornet are twin-engine, carrier-capable, multirole fighter aircraft variants based on the McDonnell Douglas F/A-18 Hornet. The Boeing F/A-18E/F Super Hornet is the primary multirole fighter jet depicted in Top Gun: Maverick. The Super Hornet has an internal 20 mm M61 rotary cannon and can carry air-to-air missiles and air-to-surface weapons. Additional fuel can be carried in up to five external fuel tanks and the aircraft can be configured as an airborne tanker by adding an external air-to-air refueling system. The max speed is approximately 1200 miles per hour.

Lockheed Martin F-35 Lightning II - 400 CP

The Lockheed Martin F-35 Lightning II is an American family of single-seat, single-engine, all-weather stealth multirole combat aircraft. It is intended to perform both air superiority and strike missions while also providing electronic warfare and intelligence, surveillance, and reconnaissance capabilities. Lockheed Martin is the prime F-35 contractor, with principal partners Northrop Grumman and BAE Systems. The aircraft has three main variants: the conventional takeoff and landing F-35A (CTOL), the short take-off and vertical-landing F-35B (STOVL), and the carrier-based F-35C (CV/CATOBAR). The aircraft has a maximum speed of Mach 1.6 or approximately 1200 miles per hour. This however is when the plane is loaded to its maximum capacity allowing it to function as a much more capable fighter compared to some of the other planes.

Sukhoi Su-57 Felon - 400 CP

The Su-57 serves as a multirole fighter capable of aerial combat as well as ground and maritime strike, the Su-57 incorporates stealth, supermaneuverability, supercruise, integrated avionics, and substantial internal payload capacity. The Su-57 has a maximum speed of approximately Mach 2 or 1300 miles per hour.

Darkstar (SR-72) - 600 CP

The Darkstar is an experimental aircraft being developed by the US military. The plane is capable of reaching speeds surpassing Mach 10 or approximately 7600 miles per hour. If you pay 600 CP then you will receive the version shown in Top Gun: Maverick. The only weaknesses that this plane has are that it does not contain any weapons at the moment and still was being researched. Meaning that it had the potential to become a much more capable plane than what we see. The plane however is primarily meant to serve as a reconnaissance plane. Meaning that it should not be in a situation where it is forced to engage in other fights.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Fighter Squadron 50-400cp

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Wingman - 100 CP (Free Pilot)

A wingman is an additional pilot who flies alongside the main leader of the group. Their job is to assist and to protect the individual in this case you. This person is a trusted friend of yours and someone you welcome to have your back. They are talented pilots and have extensive experience in combat situations. You may freely design their personality, background, and appearance if you wish.

Future Ace - 100 CP (Free Instructor)

As an instructor your job is to teach. You probably are capable of creating talented pilots by instructing them, but making a legend requires that the students have some talent as well. This is a young pilot who has the potential to become amazing. They have talent equivalent to the Maverick perk and the only thing they are missing is a good teacher which is where you come in. They seem to have taken a shine to you and are eager to learn. The only question now is whether you are capable of bringing out their potential. You may freely design the appearance and personality of this youngster. Lastly this may be purchased multiple times if you wish. Who knows maybe you somehow got an entire class of future aces.

Secretary - 100 CP (Free Command Staff)

Unfortunately being in charge of everything means that you have to deal with a lot of paperwork. One of the easiest ways to reduce this workload is to have someone who can sort through everything and can pass on the documents that actually need to be seen by you. Luckily you seem to have found someone perfect for the job. This is a lovely young woman who is very talented when it comes to handling your records and is someone who can be trusted with all of the documents. They come with the Hollywood Bod and You Said to Make a Team perks. You may freely design the appearance and personality of this individual if you wish.

Military Contact - 100 CP (Free Civilian Liaison)

As a liaison you will need a contact in the military. This individual is your contact within the military. They may freely belong to any branch or service that you wish for them to belong to. Regardless of where they belong to they have a high ranking position within it and can provide you a variety of services. Like the others you may freely design their appearance and personality.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Welcome to Skies Unknown - 0 CP

There have been a few crossovers between the Top Gun series and some other groups. The main one is a crossover between the game Ace Combat 7: Skies Unknown bringing along some of the planes into battle. This drawback acts as a toggle allowing you to combine the series. You may control how this works. For example you could place all of the countries from Ace Combat within the Top Gun world or you could do something like replacing all of the pilots. Maybe you could swap out some of the lesser known pilots in Top Gun with aces like Talsiman, Trigger, Blaze, Cipher, or Mobius 1. This list of series also includes Transformers, Titanfall, Marvel's What If, and Rocket League.



Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

We Can't Do This Again +100 CP

Man that sucks, it seems that every time you enter a relationship things don't work out. No matter what you do you will be unable to maintain a lasting relationship for the duration of the jump. You can try to get back together with your ex, but things will get worse each time you do.

You Bought A Round +100 CP

Anytime you visit a bar or similar location you will somehow end up buying a round for everyone there. Maybe you simply are a nice person or you keep breaking the rules at the Hard Deck. This is quickly going to add up and eat into the money you have. Lastly you will end up going to these locations no matter what. Maybe your friends will drag you there or you are depressed. At least you will make some friends doing this so often.

The Hard Deck is a Rule for a Reason +200 CP

For those of you who don't know, the Hard Deck is a line at approximately 5000 feet. While training is being done no planes are allowed to go beneath it. This is both to protect the pilots themselves and their planes. This is one of the rules that you expressly forbidden from breaking by taking this drawback as well. Any military guideline or rule is now considered law. You are literally incapable of breaking them. This will also include orders from any higher ranking officer. Even if it's a bad decision or comes at some sort of cost you will follow the rules.

It's My Fault +200 CP

At some point in the jump you will lose someone very close to you. This will be an accident, but it will be one that you blame yourself for similar to how Maverick blames himself for Goose's death. The guilt will haunt you while you are in the jump. It will not be an issue for the most part, but there will be moments where you freeze up or don't react. This could be a very bad thing if it happened in the middle of a combat situation.

It's His Son (Must Take It's My Fault) +200 CP

Well it seems that things are actually going to be a bit harder than you anticipated. It turns out that the friend you lost had a kid that you've been trying to protect. The only problem is that you've done a really shitty job. This has led them to resent you. For one reason or another you are going to end up constantly interacting with them. Whenever you see them you feel the guilt from before surging making it worse. It is possible however to repair your

relationship should you truly try to do so. If you manage to do this before the end of the jump you may take them as a companion for free.

We Haven't Had a Real Engagement in 30 Years? +400 CP

The main purpose of Top Gun is to bring up the quality of the combat pilots that the US has. For a long time that ratio of friendly to enemy losses has been 12:1 with the United States being the one. Now however this ratio has dropped sharply. For some reason all of the pilots are now terrible and you are the worst among them. You would be lucky to not be shot down in the first thirty seconds. The challenge is that you must somehow raise your skill level to an acceptable level of a US fighter pilot. To ensure that you do so you will be unable to leave the jump until you do. Also keep in mind that this can become more difficult the older you get as your body is worn down.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around flying such as abilities from the Ace Combat jump.

We Are Now At War +600 CP

In both of the movies we see some small engagements between the US Navy and Russian forces. Normally this would be inconsequential as neither country wants to go to war over one skirmish. Now something seems to have happened that pushed both countries too far. War has erupted between the two nations and the other countries are picking sides. This is very likely to develop into a third World War. At some point during your stay this war will start and you will be dragged into it. Even if you are a civilian liaison somehow you will be sent to a combat area and end up in the thick of it. I hope the points were worth the millions of deaths that are going to occur now.

You're Grounded +600 CP

The worst thing you can do to a pilot is to take away their wings. Unfortunately this seems to have happened to you. Maybe you disobeyed orders or you simply pissed off someone

high ranking. Regardless, for the entire duration of the jump you are forbidden from flying in any shape or form. Also to ensure that this is as bad as a 600 CP drawback should be you will become immensely depressed. This can be managed with the support of your close friends and family, but it will always weigh heavy on your heart.

The Cancer's Back +600 CP

It seems Iceman isn't the only one who's suffering now. Like him you developed severe throat cancer. This has a variety of effects. First you will be unable to talk without experiencing extreme pain. Second, the cancer has worn your body down making it impossible for you to undergo any intense physical strain. Lastly, unless you follow a strict schedule the cancer will kill you before the end of the jump. You will receive a variety of treatments and medication to deal with your condition. If you follow them the cancer will be managed carefully and you will at least be comfortable. You will be given five opportunities to miss this treatment. Each time you do your condition will worsen somehow. If you miss all five you will die the next day.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document upon completion.

I'm The Best

You are going to be inserted into Top Gun academy as a brand new student. Your goal here is to graduate as the number one student. That means that you are going to have to beat both Iceman and Maverick. You will have until the end of the first Top Gun movie to accomplish this goal. You will fail the scenario if you rank behind either of them or another pilot by the end of the class.



Reward

For completing this scenario you will receive a variety of rewards.

- First by coming in first you have proven yourself a legend amongst legends. In all future jumps you will be recognized as a legendary pilot. You will be respected by other pilots and those who stay in the sky. This will also include fantasy pilots like dragon riders or winged beings such as Angels.
- Second, you will get to take the Top Gun Academy item with you for free. If you already purchased it then you will receive a refund that can be spent somewhere else in the document.

You Have Three Weeks

You are going to be called back into Top Gun academy in order to complete an impossible mission. Your goal here is to successfully complete the mission without dying. You will be undergoing intense training for the next few weeks to prepare for an extremely important mission. This mission will be as difficult as the mission shown in Top Gun: Maverick where they had to destroy a facility on par with the defensive valley. You will be provided a team roster to work with made up of Top Gun pilots and will be supported by a detachment from one of the numbered US naval fleets including carriers. The scenario will be considered a success once you have destroyed the target and successfully returned to your carrier.

Reward

For completing this scenario you will receive a variety of rewards.

- First you will receive a perk called They Said It Couldn't Be Done.
 - They Said It Couldn't Be Done: There are some missions that people claim are impossible, that the idea of even attempting the mission is suicide. You love proving these people wrong, you are capable of finding a way to accomplish any mission. This doesn't mean that it will be easy, but there will always be a method that you are capable of using to complete the mission.
- Second, you will get to take the detachment fleet and the squadron of pilots that were supporting you during this mission. The main boon however is that you will get to take the main force of the fleet as well. This force will be on par with one of the seven American fleets. These fleets consist of approximately 100,000 soldiers, 5000 aircraft, and 150 ships on average.



Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Some of the plane descriptions are written by the Top Gun wiki.

Changelog

- Jump in Progress
- V1 is completed